

AMENDMENTS TO THE CLAIMS

1. (Currently Amended) A home control system comprising:

a central server;

a client server located in a home;

a plurality of home nodes connected to the client server;

a conflicts manager for receiving inputs from said central server and said client server;

and

a conflicts specification manager for receiving specifications describing how to resolve conflicts between said central server and said client server;

wherein said conflicts manager applies said specifications in order to resolve conflicts based on instructions to change a state of a home node according to said central server inputs and instructions to change said state of said home node according to said client server inputs.

2. (Original) The home control system of claim 1, wherein said inputs comprise server activities and client activities.

3. (Currently Amended) The home control system of claim 1, further comprising a conflicts ~~conflict~~ manager ~~manager~~ which controls said ~~conflict~~ conflicts manager for a plurality of client homes.

4. (Currently Amended) The home control system of claim 2, wherein said ~~conflict~~ conflicts manager synchronizes said server activities and client server activities and sets a state for said home control system based on said resolved conflicts.

5. (Currently Amended) A method for providing state based control comprising:

receiving activity inputs from a first server device;

obtaining activity inputs from a second server device;

providing a specifications unit including a plurality of specifications, wherein said specifications contain resolution rules for conflicts between inputs from said first and said second server devices;

comparing said ~~[[first]]~~ inputs from said first server device to said ~~[[second]]~~ inputs from said second server device in order to determine whether or not a conflict exists;

resolving a conflict based on instructions to change a state of a home node according to said inputs from said first server device and instructions to change said state of said home node according to said inputs from said second server device by applying said specifications ~~to said first and second inputs~~; and

re-synchronizing said first server device and said second server device based upon said resolution.

6. (Currently Amended) The method of claim 5, wherein said inputs from said first and second server devices ~~inputs~~ represent commands for physical devices located in a home.

7. (Original) The method of claim 6, wherein said conflict is determined based upon said inputs comprising multiple commands for the same physical device.

8. (Withdrawn) A control system comprising:

a plurality of servers;

a plurality of physical nodes;

a communications means which communicates with said plurality of physical nodes and with said servers; and

a node governor connected to said communications means, wherein said node governor filters communications provided from said client server in order that unwanted commands communicated from said communications means, does not get communicated through said node governor to said physical node.

9. (Withdrawn) The home control system of claim 8, further comprising a node simulator, said simulator comprising:

rules storage for storing rules that apply to a physical node associated with said node simulator; and

a simulation unit for processing said simulation rules for said physical node and for communicating said processed rules with said physical device and with said plurality of servers.